

# EUROPEAN PATENT OFFICE

## Patent Abstracts of Japan

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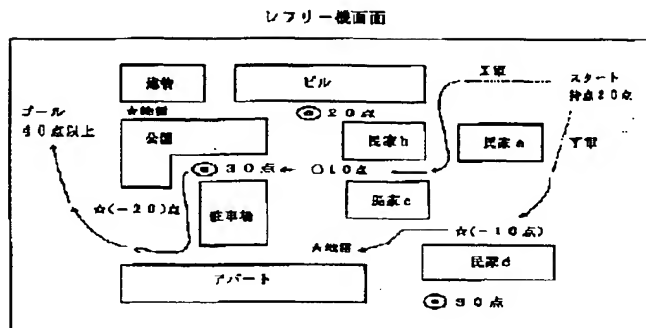
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TITLE : GAME SYSTEM



ABSTRACT : PROBLEM TO BE SOLVED: To take a game player's self position in a game element to mate a game exciting by changing the progression of a game according to the position of a game device, setting a reaction area, and responding when the game device is in the reaction area to give a command of informing a designated reaction state.

SOLUTION: A certain game machine of X army smoothly progresses to add 10 points and 30 points to the own points, and goals when it amounts to 60 points. Its progress route is displayed by a locus. As the condition of a goal is 40 points or more, the condition is satisfied so that the goal arrival is recognized. The elapsed time to the goal arrival is measured to decide ranking. On the other hand, in a game machine in Y army, a scoring point of -10 points is passed so that the own point is reduced to 10 points, and after that, unluckily a mine point of a mine area is passed to cause death resulting from bombing. Therefore, goal can not be achieved, and a restart command is given from a referee machine. On the screen of the referee machine, all the status of both combat teams of X army and Y army is monitored to perform refereeing.

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